

THE BEAST TAMER V.2



HOME BREW

Supplement your combat prowess with a customizable animal companion in this homebrew class by [u/eatschocolateforcash](#) for the world's greatest roleplaying game



BEAST TAMER

Grizzled and scar-covered, a human advances alone through a dim-lit forest, stalking the bear he seeks to bring to heel after it attacked a nearby tavern. Clutching a handful of berries in one hand and a shortsword in the other, he knows the beast will submit, whether it be to kindness or cold steel.

Putting her back up against a boulder, the dwarf uses all of her might to keep the golem's fist from flattening her into the earth. With a whistle and a few clicks of her tongue, she signals her wolf to leap from off the top of the boulder, knocking the golem backwards and freeing its master from its assault.

Keeping his teeth clenched as a reminder to keep holding his breath, the orc swims at full speed away from the pursuing tritons. As one of the tritons winds its arm back with harpoon at the ready, it is unaware of the great white shark coming at it with jaws open at full speed from behind.

Deep in the wilds of the world, where animals of all shapes and sizes propagate, beast tamers hone their instincts and become partners with the critters and monsters of the animal kingdom.

BEAST OF PREY

Trainers of wild animals as well as soldiers of nature, beast tamers fight side by side with creatures to combat the threats to their habitats and homes. They learn to think like a beast does, honing their instincts and connection to nature to hunt down threats. Beast tamers quickly learn to fight alongside a beast as a duo, using joint maneuvers to do things that they couldn't accomplish alone.

Beast tamers rely on their athletic prowess to tame beasts as well as fight in combat. What they lack in pure brute force and magic prowess they make up for in combat experience and the ability to work in tandem with a beast. A beast tamer's expertise syncs with the animals they tame to make a pair that is greater than the sum of its parts.

PARTNER IN SAVAGERY

Beast tamers have reputations of being recluses deep within nature, but in reality can have almost any kind of background or personality. Some beast tamers might choose to live in cities, employing their prowess with beasts to earn a living or simply keep their community safe. There are many beast tamers that form a close bond with a single beast, making it as close to them as a brother or sister, while others seek to interact with a vast assortment of creatures.

A beast tamer's familiarity with the animals of the wilds makes them naturally suited for adventuring. After all, beast tamers can only make the most of their talents in places where there are a myriad of beasts to interact with. Beast tamers often look down on others that treat animals disrespectfully, and watching others that are novices with nature often gives beast tamers a sense of amusement, resentment, or pride in their own skills.

BEAST QUIRKS

Each beast has its own peculiarities, and while most of these are harmless they can be interesting for a beast tamer to work around. Below are a set of quirks your beast might have. Whenever you gain a new bonded companion, roll on the table to determine what quirk the animal has or simply choose one you want. You can also create your own.

BONDED COMPANION QUIRKS

d8	Quirk
1	It acts like it is a size smaller than it actually is
2	It will tear dragons from the sky for some belly rubs
3	Unattended food is clearly meant for it.
4	There was a problem. You weren't paying attention. It solved the problem. Aren't you pleased?
5	It has a tendency to fetch things. Many things. Clearly you wanted this thing.
6	Mid-day sun is prime napping time.
7	The sound of footsteps is clearly a murderer out to get you. It must make lots of noise to save you.
8	It wants to snuggle with you when it sleeps.





THE BEAST TAMER TABLE

Level	Proficiency Bonus	Features	Command Die	Beast Traits
1st	+2	Friend of Beasts, Beast Companion	-	-
2nd	+2	Commands, Fighting Style	4(d4)	-
3rd	+2	Beast Companion feature, Beast Trait	4(d4)	1
4th	+2	Ability Score Improvement	4(d4)	1
5th	+3	Extra Attack	5(d6)	1
6th	+3	Critter Rapport	5(d6)	2
7th	+3	Beast Companion feature, Commands	5(d6)	2
8th	+3	Ability Score Improvement	5(d6)	3
9th	+4	Magical Bond	6(d6)	3
10th	+4	Crash-Course Training	6(d6)	4
11th	+4	Bestial Attack	6(d8)	4
12th	+4	Ability Score Improvement	6(d8)	4
13th	+5	Beast Companion feature, Commands	7(d8)	5
14th	+5	Tame the Wild	7(d8)	5
15th	+5	Wayfare the Critters	7(d8)	6
16th	+5	Ability Score Improvement	7(d8)	6
17th	+6	Beast Companion feature, Commands	7(d10)	6
18th	+6	Unite the Wild	7(d10)	7
19th	+6	Ability Score Improvement	8(d10)	7
20th	+6	Beast Master	8(d10)	7

QUICK BUILD

You can make a beast tamer quickly by following these suggestions. First, make either Strength or Dexterity your highest ability score, followed by Wisdom. Second, choose the outlander background.

CLASS FEATURES

As a beast tamer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per beast tamer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per beast tamer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Animal Handling, Athletics, Acrobatics, Insight, Medicine, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two martial melee weapons or (b) a martial melee weapon and a shield
- (a) a dungeoneer's pack or (b) an explorer's pack
- A simple or martial ranged weapon and 20 pieces of ammunition



FRIEND OF BEASTS

Beginning at 1st level, you have learned how to make animals trust you and can train them to assist you on the battlefield.

You learn the *animal friendship* spell and can cast it a number of times equal to your Wisdom modifier. When you do so you can target a beast of CR 1/2 or lower and aren't restricted by the beast's Intelligence score. During a short or long rest, while the beast is under the effects of the *animal friendship* spell, you can attempt to bond it to you. Whenever you do so you must expend 10 gp worth of high-quality food appropriate for the creature and attempt an Animal Handling check equal to 12 + the number of hit dice the beast has. On a success, the beast becomes a bonded companion.

A beast that is a bonded companion remains under the effects of *animal friendship* even after the spell ends. While bonded in this way, its stat block becomes that of a bonded companion listed later. The animal recovers all lost HP whenever it completes a short or long rest. If the animal is reduced to 0 hit points, it does not die, instead it ceases to be bonded to you and returns to its standard statistics. When the bonding ends in this way the beast is still friendly to you, but will no longer follow orders and will attempt to leave the hostile environment as quickly as possible.

When initiative is rolled, you may designate a single bonded companion to follow your orders during the following combat. You may not designate another bonded companion to follow your orders until the combat ends. All other bonded companions flee the hostile area or go dormant in a manner that takes them out of harm's way until combat ends. A bonded companion you designate acts on your initiative and can occupy the same space as you. On your turn, if the beast is within 120 feet of you, you can command the beast the way to move, requiring no action, to any spot within 120 feet of you. If the beast is not within 120 feet of you, it uses all of its movement to attempt to return to a spot within 120 feet of you. A bonded companion can only attack if you spend one of your attacks as part of the attack action to order it to do so. You may, as a bonus action, order the beast to perform the dash, disengage, dodge, hide, or search actions. You cannot use this bonus action during the same turn you order your bonded companion to attack.

You can have a number of beasts bonded to you equal to half your proficiency modifier (rounded up). This bonding lasts for 1 year and can be repeated at any point to refresh the bonding, you have advantage on Animal Handling checks made to bond creatures that you have bonded before or that are currently bonded to you. When the bonding ends the beast is still friendly to you, but may attempt to return to its natural habitat. You remember every beast you have bonded and can immediately identify one if you see it. You may ride a bonded companion as a mount, but if you do, that bonded companion cannot attack, be issued commands, or receive any orders by using your bonus action.

BONDED COMPANION

Tiny, Small, Medium, or Large beast

Armor Class 12

Hit Points 3 + (2 * beast tamer level)

Speed 30ft. (walking or swimming)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages Understands its beast tamer's languages

Partially-Tamed Companion. The bonuses to hit and damage of the companion's attack increase by 1 when your proficiency bonus increases by 1.

Actions

Strike. *Melee Attack:* +5 to hit, reach 5ft., one target.

Hit: 1d6 + 1 slashing damage

BEAST COMPANION

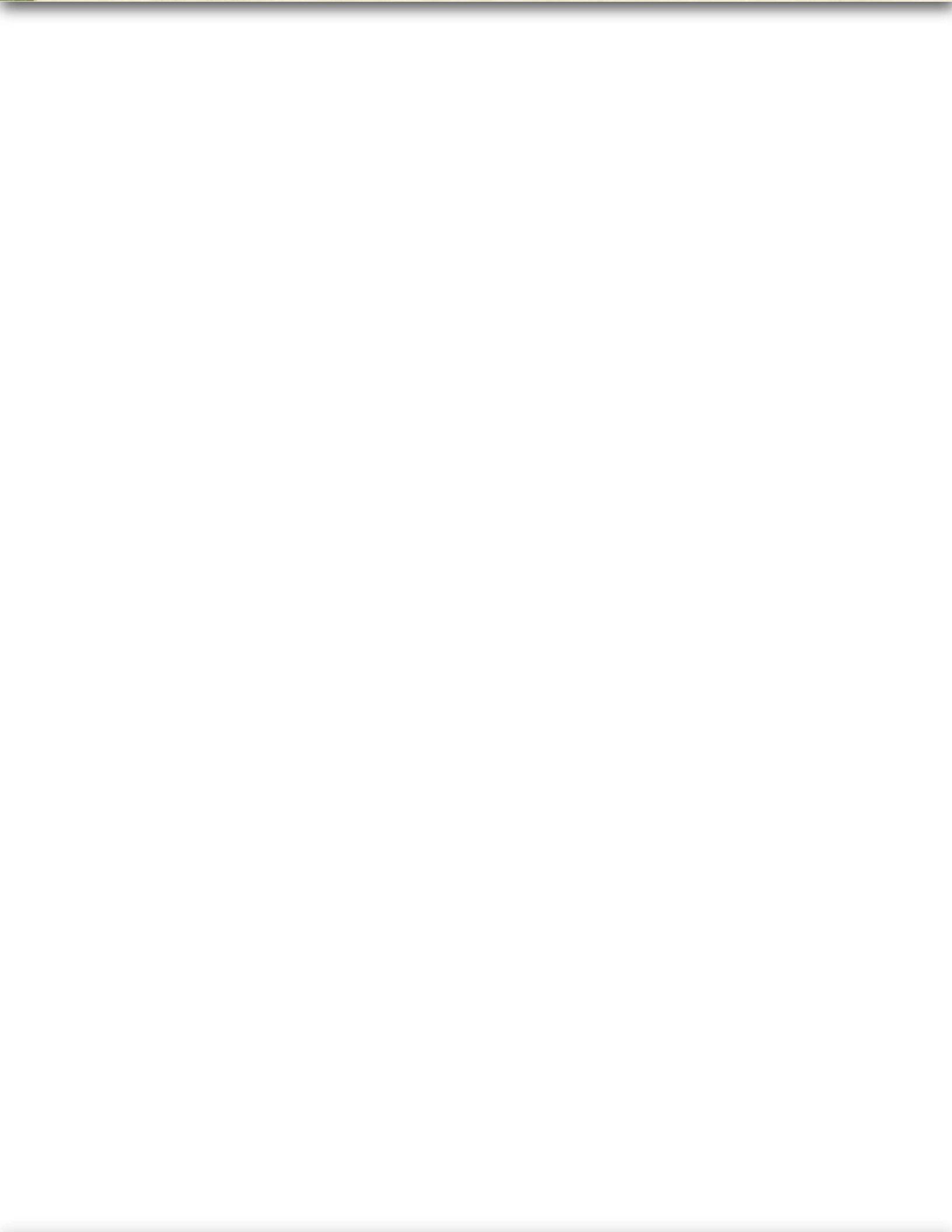
At 1st level, you choose a type of beast that you strive to tame and develop into the best version of the beast it can be. Choose Stalwart, Stalker, Sinister, or Scout. The beast companion type you choose grants you features at 1st level as well as 3rd, 7th, 13th, and 17th level.

NOTE FOR CLARITY

Any feature that references bonded companions applies for normal bonded companions as well as stalwart/stalker/sinister/scout companions. However, any feature that references only stalwart/stalker/sinister/scout companions does not apply for normal bonded companions.



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COMMANDS

At 2nd level, you have expanded your abilities as a trainer, gaining the ability to order your bonded companion to make particular complex stunts in combat.

Commands: You learn three commands of your choice, which are detailed under "Commands" below. You gain two additional commands at 7th, 13th, and 17th level. Each time you learn new commands, you may replace one command you know with another from the list.

Command Dice: You have four Command Dice, which are d4s. You may use a command die when you declare an attack by picking a command from the list of ones you know. Whether or not your attack hits, the command die is expended when you use it. You regain all of your command dice when you finish a long rest, or half your total when you finish a short rest. These command dice increase in number and size as you level up in the beast tamer class, represented in the class table above. You may make one command to your bonded companion per attack you make.

Saving Throws: Some of your commands require your target to make a saving throw to resist the command's effects. The saving throw DC is calculated as follows:

- Command save DC = 8 + your proficiency bonus + your Wisdom modifier.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

BEAST TRAIT

At 3rd level, your beast companion gains a trait of your choice from a list included with your beast companion's features. Your beast companion gains another trait of your choice at 6th, 9th, 11th, 14th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

CRITTER RAPPORT

At 6th level, you are skilled at assessing and utilizing the animals of the wilderness. You gain the following benefits:

- You may expend a command die to roll and add its value to an animal handling, nature, or survival check you make.
- Your Friend of Beasts feature now extends to beasts with a CR of 1.
- Once per day, you may let out a particular beast-like call as an action. Designate any number of non-hostile creatures that can be affected by your Friend of Beasts trait that are within 90 feet of you. You influence the mood of those beasts to become happy, sad, afraid, angry, or any other basic mood you choose for up to 1 minute, or until you make another call to end this effect early.



MAGICAL BOND

Starting at 9th level, the magical bond between you and your beast grows, and magic infuses it from this bond. Your bonded companion gains +1 to attack and damage rolls with its strikes, and its strikes are now considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, you may now use an action to see and hear out of your bonded companion's eyes and ears instead of your own until you use an action to turn this effect off. You gain the benefits of any special senses that the familiar has while this effect is active. During this time, you are deaf and blind with regard to your own senses.

CRASH-COURSE TRAINING

At 10th level, you have developed a methodology for swiftly getting beasts fully trained. When you take a short rest, you may expend two hit dice and forgo any benefits of taking that short rest, instead using all of your time and energy turning a bonded companion into the type of companion granted by your subclass. Additionally, your Friend of Beasts feature now extends to beasts with a CR of 2.

BESTIAL ATTACK

Starting at 11th level, your bonded companion can make one strike on its turn without requiring you to spend an attack ordering it to do so.

Additionally, your beast gains a reaction that it may use only to take an attack of opportunity with its Strike attack. In order to do this, you must expend a command die at the moment when the attack of opportunity becomes available.

TAME THE WILD

Starting at 14th level, if your beast is within 5 feet of you, when you succeed at a grapple check against a creature, you may turn the grappled condition into a harnessing grapple. A harnessing grapple is the same as the grappled condition, except that at the end of each of the harnessed creature's turns you force it to do one of the following:

- Move up to its normal movement speed to a spot you designate, with you moving along with it.
- Drop something it is carrying.
- Spit up something or someone it has swallowed.

Once you have used this feature, you cannot use it again until you finish a short or long rest.

WAYFARE THE CRITTERS

At 15th level, your knowledge of creatures and their behaviors reaches new heights. You gain the following benefits:

- You may expend two command dice to cast the *charm monster* spell at 4th level, without needing or using a spell slot. The saving throw DC is equal to your wisdom modifier + the sum of the two command dice rolled.
- By spending 1 minute observing and assessing a creature with the help of your bonded companion, you can discern key information about the creature. This information can include the creature's current mood, its likely response to a friendly or aggressive approach by someone, whether it is currently damaged or under a magical or negative effect, what its total hp is in terms of the nearest 50 (so a creature with 123 total hp would be seen as "near 100 hp"), and what its immunities, resistances, and vulnerabilities are. Given the context of the situation with the creature, the DM may allow for additional information.

UNITE THE WILD

At 18th level, your harnessing grapple improves. You have advantage on the initial grapple check and any attacks the harnessed creature attempts against you or your bonded companion are made with disadvantage.

Additionally, your Friend of Beasts feature now extends to beasts with a CR of 5 or less.

BEAST MASTER

You have become the chieftan of beasts, reaching the pinnacle of physical prowess as well as having dominance over most members of the animal kingdom. You gain the following benefits:

- You and your bonded companion gain +2 to any two ability scores of your choice. Your maximum for these scores is now 22.
- Once per day, after making a successful grapple check against a beast or other type of creature with an intelligence score of 5 or less, you may use a bonus action and expend four command dice to cast the *dominate monster* spell at 8th level on the creature you are grappling, without needing or using a spell slot. The saving throw DC is equal to your wisdom modifier + half the sum of the four command dice rolled.





COMMANDS

ARM!

Your companion targets the arm of an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the first weapon attack roll the target makes during its next turn is made with disadvantage.

CRAZE!

Your companion makes a series of wild and distracting feints at an enemy while you are attacking. Add the command die to your attack roll.

EAR!

Your companion targets the ear of an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy is deafened for 1 minute.

EYES!

Your companion targets the eyes of an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy is blinded to anything beyond 10 feet away until the end of its next turn.

DISRUPT!

Your companion attempts to break an enemy's concentration while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, any concentration roll the enemy makes due to your attack is made with disadvantage.

Go!

Your attack allows your companion to pivot and sprint to a nearby location. Your bonded companion immediately disengages and moves to a spot of your choosing within 5 * (the result of your command die) feet.

GUT!

Your companion targets the gut of an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the target can't take reactions until the end of your next turn.

LEG!

Your companion targets the leg of an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy has its walking and swimming speed reduced by 10 feet for 1 minute.

SEIZE!

Your companion bites down, clutches, or otherwise grips into an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, until the beginning of your next turn, the enemy has its speed reduced by 10 and if it attempts to use any of its movement without teleporting, it takes half of the damage again and your bonded companion travels with them.

TAKE!

Your companion pulls or hits an object out of an enemy's grip while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy drops one object of your choice it is holding with one hand or carrying on its person and your bonded companion may take hold of the object. While doing so, it can't strike, take the help action, or receive a command, but it can drop the object without using an action or you can order it to give it to somebody as a bonus action.

THROAT!

Your companion targets the throat of an enemy while you are attacking. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy can't speak until the end of your next turn.





STALWART

Those who aim to tame the big, tough animals of the world become stalwart tamers. Whether it be bears, great white sharks, or other large beasts of the world, stalwart tamers have no fear in the presence of a creature larger than them.

STALWART COMPANION

When you choose this beast companion at 1st level, any time you finish a long rest, you may turn a medium or large size, non-flying bonded companion you have or that you just made into a Stalwart Companion. You may only ever have one Stalwart companion at a time. A stalwart companion is functionally the same as a bonded companion, but replace the normal statistics for a bonded companion with the statistics below:

STALWART COMPANION

Medium or Large beast

Armor Class 12

Hit Points 6 + (beast's constitution modifier + 3) *
(beast tamer level)

Speed 30ft. (walking or swimming)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Str +5

Skills Athletics +5, Perception +2

Senses passive Perception 10

Languages Understands its beast tamer's languages
Tamed Companion. The following numbers increase by 1 when your proficiency bonus increases by 1: the companion's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below).

Actions

Strike. *Melee Attack:* +5 to hit, reach 5ft., one target.
Hit: 1d10 + (beast's Strength modifier) bludgeoning damage

Your stalwart companion regains hit points equal to 6 + your beast's constitution modifier every time you expend a hit die, and regains all of its health at the end of a long rest. A stalwart companion that falls to 0hp dies.

If your stalwart companion dies and is then revived by magical means, it immediately becomes your stalwart companion again unless you already have another stalwart companion, in which case it becomes a bonded companion.

The following subclass features and traits for stalwart companions do not apply to bonded companions. A bonded companion must meet the criteria for becoming a stalwart companion and then be made into one at the end of a long rest before gaining any of the features and traits.

GET BIG

At 3rd level, you understand the importance of size and standing your ground around hostile or territorial beasts. When you make a wisdom (Animal Handling) skill check against a beast that is not friendly towards you or a party member, you may add your Strength modifier to the result. Once you use this feature, you cannot use it again until you finish a short or long rest.

UNBREAKABLE FORTITUDE

At 7th level, whenever your stalwart companion is forced to make a saving throw you may use your reaction to give it advantage on the saving throw. If you do this and your stalwart companion succeeds on the saving throw, you may have your stalwart companion move to the nearest adjacent space to the creature and make one melee weapon attack against it if the creature is within 15 feet of your stalwart companion.

MOVING MOUNTAIN

At 13th level, your stalwart companion acts as a defensible moving mound on the battlefield. When you use your bonus action to order your stalwart companion to take the help action, the creature it helps is considered behind half cover until the beginning of your next turn.

BARBARIC FEROCITY

At 17th level, your stalwart companion gains the Barbarian class features Reckless Attack and Rage as if they were 5th level barbarian.

STALWART COMMANDS

Starting from when you choose stalwart as your beast companion, you gain the ability to choose exclusive commands at any point you acquire new commands.

BRACE!

Your stalwart companion bolsters itself in anticipation of incoming damage. Your bonded companion gains temporary hp equal to the result of your command die + your proficiency bonus. This temporary hp lasts only while still in combat.

MAUL!

Your stalwart companion delivers an attack that mangles the enemy. You may only give this command when you use one of your attacks to allow your bonded companion to make a melee weapon attack. If the bonded companion hits with its attack, add the command die to the attack's damage roll. In addition, the enemy takes damage equal to your proficiency bonus at the end of each of its turns until it receives at least 1hp of healing or spends an action to patch the wound. An enemy can have multiple instances of this ongoing damage on it at the same time, but all instances of it are removed if either of the two conditions above are met.



STALWART BEAST TRAITS

BLOOD FRENZY

After you deal damage to a creature that is not a construct, ooze, or undead, your beast has advantage on any attacks it makes for the remainder of that turn.

BULK

Your beast gains 1hp per level of beast tamer you have currently and each time you level up in beast tamer your beast gains an additional 1hp. Its natural AC becomes 13. This trait may be taken up to two times. Upon taking this trait a second time, your beast becomes immune to the poisoned condition and its natural AC becomes 14.

CLIMBER

If your stalwart companion is a land animal, it gains a climbing speed of 20 feet. It cannot climb upside down.

ENHANCED

Improve two different ability scores of your beast by 2. The maximum for any ability score is 20. This trait may be taken up to two times.

INTIMIDATING CHARGE

Your beast is naturally daunting. If your beast moves at least 20 feet directly towards a creature and then attempts at least one melee weapon attack during your turn, the creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + the beast's Constitution modifier) or be frightened of your beast for 1 minute. Any time the frightened creature takes damage, it may repeat the saving throw, ending the effect on itself on a success. A creature that makes the saving throw for this effect can't be frightened in the same way again for 24 hours.

KEEN SENSE

Your beast has advantage when making perception (Wisdom) checks that rely on two of the following senses of your choice: sight, smell, or hearing.

POWERFUL

Your beast's Strike now uses 1d12 for its damage dice rather than 1d10.

RELENTLESS

If the beast takes damage less than three times your proficiency bonus that would reduce it to 0hp, it instead is reduced down to 1hp and no less.

SAVAGE

Once per turn, when you roll damage for your beast's melee weapon attack, you may reroll the damage dice and use either total.

SNARL / ROAR

Your beast becomes proficient in the intimidation (Charisma) skill. Additionally, you can choose to replace the Charisma modifier added to a intimidation (Charisma) check with the beast's Strength modifier.

STEED

While acting as a mount, your beast can be issued commands, take the help action, and attack with its strike.

TOUGH

Your beast gains resistance to one type of damage of your choice. This trait may be taken up to two times.

TRAMPLER

If your beast moves at least 20 feet towards an enemy and then hits that enemy with a melee weapon attack, that enemy must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + the beast's Strength modifier) or be knocked prone. Additionally, when a prone creature is hit by your beast's strike, instead of rolling damage it suffers the maximum result the damage dice can roll.





STALKER

Those who aim to tame the medium-sized animals of the world become stalker tamers. Whether it be wolves, tiger sharks, or other medium beasts of the world, stalker tamers aim to become the alpha of the pack.

STALKER COMPANION

When you choose this beast companion at 1st level, any time you finish a long rest, you may turn a medium size, non-flying bonded companion you have or that you just made into a Stalker Companion. You may only ever have one Stalker companion at a time. A stalker companion is functionally the same as a bonded companion, but replace the normal statistics for a bonded companion with the statistics below:

STALKER COMPANION

Small or Medium beast

Armor Class 10 + beast's Dexterity modifier + half of beast tamer's proficiency bonus (rounded down)

Hit Points 4 + (beast's constitution modifier + 3) * (beast tamer level)

Speed 40ft. (walking or swimming)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (+0)

Saving Throws Dex +4

Skills Athletics +5, Perception +3

Senses passive Perception 11

Languages Understands its beast tamer's languages

Tamed Companion. The following numbers increase by 1 when your proficiency bonus increases by 1: the companion's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below).

Actions

Strike. Melee Attack: +5 to hit, reach 5ft., one target.

Hit: 1d10 + (beast's Strength modifier) slashing damage

Your stalker companion regains hit points equal to 5 + your beast's constitution modifier every time you expend a hit die, and regains all of its health at the end of a long rest. A stalker companion that falls to 0hp dies.

If your stalker companion dies and is then revived by magical means, it immediately becomes your stalker companion again unless you already have another stalker companion, in which case it becomes a bonded companion.

The following subclass features and traits for stalker companions do not apply to bonded companions. A bonded companion must meet the criteria for becoming a stalker companion and then be made into one at the end of a long rest before gaining any of the features and traits.

PECKING ORDER

At 3rd level, you are attuned to the natural order found within different circles of beasts. By observing a beast or group of beasts of the same species for one minute, you can determine what level of status, if any, each beast has in its group. This can inform you of whether a beast is a leader, a follower, an outcast, a scout, a warrior, or any other relevant status or job the beast holds in its tribe, if any.

SOUL BOND

At 7th level, while you are within 5 feet of your stalker companion, whenever you or your companion becomes the target of an attack, you may use your reaction to have your stalker companion be the target instead or vice versa.

Additionally, your stalker companion gains the ability to attune to one magic item as long as the magic item is a melee weapon or a piece of wearable jewelry such as a bracelet, necklace, ring, etc. The stalker companion does not have to hold or carry the attuned magic item as long as you are carrying the magic item on your person. If the magic item your stalker companion is attuned to lacks the heavy, two-handed, or thrown properties, your stalker companion gains any benefits the weapon grants as if it was wielding the weapon and proficient with it.

SUPPORT THE ALPHA

At 13th level, your stalker companion gains a deeper admiration for your leadership and puts its all into being the best ally it can be. Whenever you use your bonus action to order your stalker companion to take the help action and then make both of your attacks yourself, regardless of who you ordered your stalker companion to help, you have advantage on the second attack you make.





FIGHTING SPIRIT

At 17th level, your stalker companion gains the Fighter class features Fighting Style (can apply any Fighting Style to its Strike attacks) and Extra Attack.

STALKER COMMANDS

Starting from when you choose stalker as your beast companion, you gain the ability to choose exclusive commands at any point you acquire new commands.

BLITZ!

Your stalker companion rushes an enemy while you are attacking, attempting to push or pull it to the ground. If you hit with your attack, add the command die to the attack's damage roll. In addition, if the target is of large size or smaller, it must succeed on a Strength saving throw or be knocked prone.

MENACE!

Your stalker companion bears its teeth, growls, or otherwise does something to terrify an enemy. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy must succeed on a Wisdom saving throw or become frightened for 1 minute. At the end of each of the enemy's turns, it may repeat the saving throw, ending the effect on itself on a success.

STALKER BEAST TRAITS

ALPHA ASSISTANT

You have advantage on one type of saving throw as long as your stalker companion is within 30 feet of you. This trait may be taken up to three times, choosing a different type of saving throw each time.

CLIMBER

If your stalker companion is a land animal, it gains a climbing speed of 20 feet. It cannot climb upside down.

CONSTRUCTOR

If your stalker companion is a medium size snake or other appropriate animal, you gain the ability to order it to make a grapple check as a bonus action. This trait is incompatible with the quick trait. If you pick this trait, you cannot pick the other.

CHARGER

If your beast moves at least 20 feet towards an enemy and then hits that enemy with a melee weapon attack, that enemy must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + the beast's Strength modifier) or take additional damage equal to your proficiency bonus and either be knocked prone or moved to a different spot within 5 feet (your choice).

DEFEND THE PACK

You have +2 to your AC as long as your stalker companion is within 10 feet of you.

ENHANCED

Improve two different ability scores of your beast by 2. The maximum for any ability score is 20. This trait may be taken up to two times.

FOLLOW THE TRAIL

By letting your beast smell an object or a piece of an object a creature has worn or carried within the last 24 hours, it can pick up the scent of the creature or its trail. After smelling the object, your beast becomes aware of any locations the creature has been within half a mile of the beast in the last 24 hours and can guide you to any location along the trail you order it to take you. This can include the location of the creature, if that creature is within the half mile radius.

KEEN SENSE

Your beast has advantage when making perception (Wisdom) checks that rely on two of the following senses of your choice: sight, smell, or hearing.

NOCTURNAL

Your beast has 120 feet of darkvision and while you and/or party members are sleeping can act as an alert sentry that will wake you if it perceives something undesirable within its range of vision.

PACK TACTICS

Your beast has advantage on an Attack roll against a creature if you or at least one of your allies is within 5 feet of the creature and you or the ally isn't Incapacitated.

POUNCE

If your beast moves at least 20 feet towards an enemy and then hits that enemy with a melee attack roll, that enemy must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + the beast's Strength modifier) or your beast may immediately make another Strike against the enemy.

QUICK

Your companion is particularly quick and its movement speed becomes 50 feet. This trait is incompatible with the constrictor trait. If you pick this trait, you cannot pick the other.

STEED

While acting as a mount, your beast can be issued commands, take the help action, and attack with its strike.



SINISTER

Those who aim to tame the small-sized animals of the world become sinister tamers. Whether it be snakes, eels, or other small beasts of the world, sinister tamers aim to become the big boss of small critters.

SINISTER COMPANION

When you choose this beast companion at 1st level, any time you finish a long rest, you may turn a small size, non-flying bonded companion you have or that you just made into a Sinister Companion. You may only ever have one Sinister companion at a time. A sinister companion is functionally the same as a bonded companion, but replace the normal statistics for a bonded companion with the statistics below:

SINISTER COMPANION

Tiny or Small beast

Armor Class 10 + beast's Dexterity modifier + half of beast tamer's proficiency bonus (rounded down)

Hit Points 3 + (beast's constitution modifier + 2) * (beast tamer level)

Speed 40ft. (walking or swimming)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	14 (+2)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +3

Senses passive Perception 11

Languages Understands its beast tamer's languages

Tamed Companion. The following numbers increase by 1 when your proficiency bonus increases by 1: the companion's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below).

Actions

Strike. Melee Attack: +5 to hit, reach 5ft., one target.

Hit: 1d8 + (beast's Dexterity modifier) piercing damage

Your sinister companion regains hit points equal to 4 + your beast's constitution modifier every time you expend a hit die, and regains all of its health at the end of a long rest. A sinister companion that falls to 0hp dies.

If your sinister companion dies and is then revived by magical means, it immediately becomes your sinister companion again unless you already have another sinister companion, in which case it becomes a bonded companion.

The following subclass features and traits for sinister companions do not apply to bonded companions. A bonded companion must meet the criteria for becoming a sinister companion and then be made into one at the end of a long rest before gaining any of the features and traits.

ANGEL ON THE SHOULDER

At 3rd level, your bond with small animals naturally charms other people who love animals. After making a skill check that causes a small size or smaller animal to like you or your bonded companion, and that animal belongs to another humanoid, you have advantage on the next Charisma (Persuasion) check you make against that animal's owner in the next 10 minutes. Once you have used this ability on a humanoid, you cannot use it on that same humanoid again for 24 hours.

UNNERVING DUPLICITY

At 7th level, you have advantage on dexterity saving throws against enemy spells. In addition, the first creature your sinister companion successfully hits with its strike on the first round of combat must make a Wisdom saving throw. The saving throw DC equals 8 + your proficiency bonus + the beast's Charisma modifier. On a failure, your beast threw the enemy off guard, giving all attack rolls made against that creature advantage until the beginning of your next turn.

DEVIL ON THE SHOULDER

Starting at 13th level, your sinister companion's presence near an enemy causes them to make mistakes. Whenever you use your bonus action to order your sinister companion to take the help action, after the attack is made the enemy must make a Wisdom saving throw. The saving throw DC equals 8 + your proficiency bonus + the beast's Charisma modifier. On a failure, the enemy loses its reaction and its movement is halved until the end of its next turn as it spends the time shooing and being wary of your sinister companion.

ROGUE CUNNING

At 17th level, your sinister companion gains a special action it can use once on each of its turns. It can use this action only to take the Dash, Disengage, or Hide action. Additionally, it gains the Rogue class feature Sneak Attack as if it were 5th level rogue.

SINISTER COMMANDS

Starting from when you choose sinister as your beast companion, you gain the ability to choose exclusive commands at any point you acquire new commands.

IMPAIR!

Your sinister companion gets under an enemy's armor or defenses while you attack. If you hit with your attack, add the command die to the attack's damage roll. In addition, your beast disappears inside your target's space as it undermines the target's defenses. As long as it remains inside the target's space, it can't strike or be the target of an attack. No action is required to exit the target's space. While inside, you may use a bonus action to order it to skitter and weaken the target, reducing the target's AC by 3 to a minimum of 12 for the duration of your turn as well as ending any spell it is concentrating on.



JUGULAR!

Your sinister companion targets a vital spot on the target's body while you attack. If you hit with your attack, add the command die to the attack's damage roll. In addition, the target gains an open wound that allows you, your beast, and any allies to critical hit on a roll of 19 or 20 against the target until the end of your next turn.

SINISTER BEAST TRAITS

ADHESIVE TOES / SPIDER CLIMB

If your beast is a land animal, it can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

BARBED HIDE

Your beast has spikes, needles, or scales on its body that provide +1 to its AC and make it unable to be swallowed by any creature with a size smaller than gargantuan. In addition, when a creature grapples your beast or hits it with a melee attack that doesn't use a weapon, such as a bite or claw attack, your beast can make one melee weapon attack against the attacker.

BLINDSIGHT

Your beast gains a blindsight of 30 feet.

CUTE

Your beast is adorable to most creatures. It gains +2 to Charisma and has proficiency in Deception (Charisma), Performance (Charisma), and Persuasion (Charisma).



CAMOUFLAGE

Your beast has advantage on stealth (Dexterity) skill checks while in its normal habitat, as determined by the DM. Additionally, once per day while in this habitat, it can become invisible as an action until it makes an attack or one minute passes. You may only take this trait if you have first picked the sneaky trait.

ENHANCED

Improve two different ability scores of your beast by 2. The maximum for any ability score is 20. This trait may be taken up to two times.

GOUGING CLAWS / VENOMOUS

When your beast has advantage on a melee weapon attack, you can choose to have it sacrifice the advantage. If you do and it hits, it deals either additional piercing or poison damage (your choice) equal to 1d8 + half your level in beast tamer (rounded down) and the enemy gains the poisoned condition until the end of your next turn.

HEARTENING

Your beast can nuzzle up to an ally it ends its turn within 5 feet of in an exceptionally adorable way. If it does, that ally either adds your beast's Charisma modifier to one saving throw of its choice it makes before the beginning of your next turn or to one skill check of its choice it makes within the next minute. Once the beast uses this trait, it can't use it again until you have finished a short or long rest.

KEEN SENSE

Your beast has advantage when making perception (Wisdom) checks that rely on two of the following senses of your choice: sight, smell, or hearing.

POISONOUS

Once per turn, when your beast is dealt damage, all enemies within 5 feet of your beast must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + the beast's Dexterity modifier) or take poison damage equal to 1d8 + half your level in beast tamer (rounded down).

POUNCE

If your beast moves at least 20 feet towards an enemy and then hits that enemy with a melee weapon attack, that enemy must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + the beast's Dexterity modifier) or your beast may immediately make another Strike against the enemy.

SKITTERER

Your beast can move through the spaces of other creatures without it being considered difficult terrain and can occupy another creature's space. In addition, if your beast ends its turn in another creature's space and remains in its space until the beginning of your next turn, it learns of and informs you of any small objects the creature is hiding on its body or in its clothing.

SNEAKY

Your beast gains proficiency in the stealth (Dexterity) skill, using your proficiency bonus and its own Dexterity modifier.



SCOUT

Those who aim to tame flying and quick swimming animals become scout tamers. Whether it be eagles, swordfish, or other unique beasts of the world, scout tamers aim to provide that key perspective on the battlefield and the world.

SCOUT COMPANION

When you choose this beast companion at 1st level, any time you finish a long rest, you may turn a small or medium size, flying or swimming bonded companion you have or that you just made into a Scout Companion. You may only ever have one Scout companion at a time. A scout companion is functionally the same as a bonded companion, but replace the normal statistics for a bonded companion with the statistics below:

SCOUT COMPANION

Small or Medium beast

Armor Class 10 + beast's Dexterity modifier + half of beast tamer's proficiency bonus (rounded down)
Hit Points 3 + (beast's constitution modifier + 2) * (beast tamer level)
Speed 50ft. (flying or swimming)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	4 (-3)	16 (+3)	12 (+1)

Saving Throws Wis +5
Skills Acrobatics +5, Perception +5
Senses passive Perception 13
Languages Understands its beast tamer's languages
Tamed Companion. The following numbers increase by 1 when your proficiency bonus increases by 1: the companion's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below).

Actions

Strike. *Melee Attack:* +5 to hit, reach 5ft., one target.
Hit: 1d6 + (beast's Dexterity modifier) piercing damage

Your scout companion regains hit points equal to 4 + your beast's constitution modifier every time you expend a hit die, and regains all of its health at the end of a long rest. A scout companion that falls to 0hp dies.

If your scout companion dies and is then revived by magical means, it immediately becomes your scout companion again unless you already have another scout companion, in which case it becomes a bonded companion.

The following subclass features and traits for scout companions do not apply to bonded companions. A bonded companion must meet the criteria for becoming a scout companion and then be made into one at the end of a long rest before gaining any of the features and traits.

EYES OF AN APEX

At 3rd level, you have learned to see like a bird of prey. You can tell exactly how far something you can see is away from you, to the nearest foot. You can also tell exactly what size category a creature you can see is, its obvious physical characteristics, and if it belongs to a species you have seen before, regardless of its distance from you.

VISUAL ACUITY

Starting at 7th level, your scout companion is always actively guarding you from potentially unseeable surprises and alerting you of their presence before you are caught off guard. You cannot be surprised by creatures within 60 feet of you that are not invisible.

Additionally, you gain the ability to order your beast to fly/swim between 100 and 1000 feet above you and observe the area within half a mile radius around you for something of your choice that can be easily spotted from above, whether it be a certain creature/object, something potentially dangerous, or anything odd. After 1 minute of observation, it will return to you and report its findings in a simple yet understandable way to you.





WEAKNESS SPOTTER

Starting at 13th level, your scout companion can aid in spotting an enemy's weaknesses by studying its physiology and tactics. When you use your bonus action to order your scout companion to take the help action, your beast may make a Wisdom (Insight) skill check against the enemy the beast is helping you or an ally attack, contested by the enemy's Charisma (Deception) skill check. If it succeeds and the attack hits, they deal an additional damage die of damage and the enemy has disadvantage on its first attack during its next turn.

MONK TRANQUILITY

At 17th level, your scout companion gains the Monk class features Deflect Missiles and Stunning Strike as if they were 5th level monk. They also gain the ki points of a 5th level monk but can only use them for deflect missiles and stunning strike.

SCOUT COMMANDS

Starting from when you choose scout as your beast companion, you gain the ability to choose exclusive commands at any point you acquire new commands.

FETCH!

Before or after you make your attack, your companion retrieves something within close distance and puts it in your open hand. If you have a free hand open, your bonded companion moves to a spot of your choosing within 5 * (the result of your command die) feet and then moves the same distance towards you in an attempt to return to you. Upon reaching the chosen spot, if there is an object or an ally willing to give an object to the companion, it takes the object into its possession. If the companion then makes it all the way to a spot within 5 feet of you when attempting to return to you, you may automatically put the object into your open hand. If the companion does not get to a spot within 5 feet of you, it holds onto the object until you and the companion are within 5 feet of each other.

HARASS!

Your companion snaps at the enemy in an annoying and painful way. If you hit with your attack, add the command die to the attack's damage roll. In addition, the enemy must make a Wisdom saving throw. If the enemy fails, they have disadvantage on any attack rolls they make against targets other than your bonded companion until the beginning of your next turn.

SCOUT BEAST TRAITS

CALCULATED STRIKE

Your beast adds its Wisdom modifier to the damage of its strikes.

DIVE ATTACK

If your beast is at least 30 feet above an enemy and moves in a straight line to that enemy before making a melee weapon attack, the first attack it makes on that turn deals an additional 2d6 damage.

ENHANCED

Improve two different ability scores of your beast by 2. The maximum for any ability score is 20. This trait may be taken up to two times.

ENTRANCING PERFORMANCE

You and your beast have perfected a small gimmick that awes people. Your beast attempts to induce the effects of *charm person* at a spell level equal to your proficiency bonus - 1. The saving throw DC is equal to 8 + your proficiency bonus + the beast's Wisdom modifier. You must finish a short or long rest before you use this trait again.

FLYBY

Your beast doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

KEEN SENSE

Your beast has advantage when making perception (Wisdom) checks that rely on two of the following senses of your choice: sight, smell, or hearing.

NOCTURNAL

Your beast has 120 feet of darkvision and while you and/or party members are sleeping can act as an alert sentry that will wake you if it perceives something undesirable within its range of vision.

RESCUE PET

Your beast is trained at providing you and your allies with aid. You may use your bonus action to order your beast to perform the *spare the dying* cantrip. You may alternatively order it to perform the *cure wounds* spell at first level, using the beast's Wisdom as its spellcasting ability modifier, but then you must finish a short or long rest in order to use this trait again. Both of these spells require no components to use.

SECOND EYES

You have advantage on one type of Intelligence, Wisdom, or Charisma skill check of your choice as long as your beast is within 30 feet of you. This trait may be taken up to three times, picking a different skill each time.

SURVEYOR

Your beast can detect things most people cannot. When you choose this trait, choose either invisible or magically disguised. As a bonus action, you may order your beast to observe the area in its range of vision for any object or creature that meets that description. If anything in that range fits the description, it will tell you exactly where the invisible things are or which things are being magically disguised / mimicking something else. You may choose this trait up to two times, choosing the other of the two options upon taking it the second time.



TRAP SENSOR

Your beast is automatically aware when there is a trap within its normal range of vision and will alert you of its presence. It cannot tell what the trap does or what sets it off.

UNWAVERING TARGET

Once per turn, when your beast makes an attack with its strike, you may have it ignore disadvantage it has on that strike. If you do, it can't gain advantage on that strike either.

ZIP AND ZOOM

Once per turn, while within 5 feet of you or an allied creature, whenever you or the ally are forced to drop an item or miss a ranged attack on a creature within 10 feet of you or the ally, your beast retrieves the items or ammunition and puts it back into your possession in a burst of speed that doesn't provoke opportunity attacks.





CREDITS AND THANKS

The Beast Tamer class was written and created by eatschocolateforcash (u/eatschocolateforcash / Chocolate Everything).

The class took inspiration from a variety of sources, but most notably:

- Wizard of the Coast's "Battle Master" fighter subclass.
- u/KibblesTasty's "Alternate Beast Master" subclass.
- u/layhnet's "Warden" class.
- u/FungalBrews' "The Warrior's Codex"

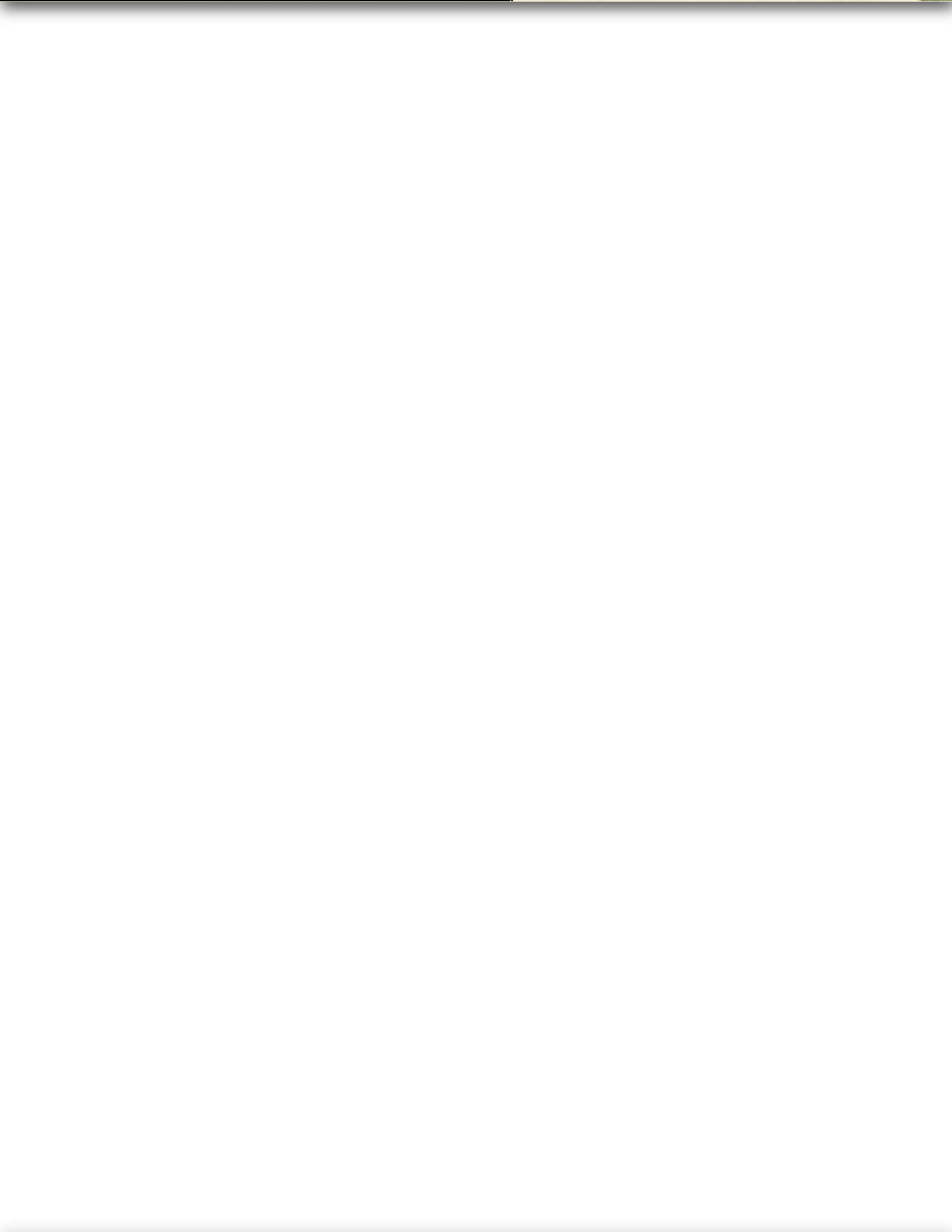
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